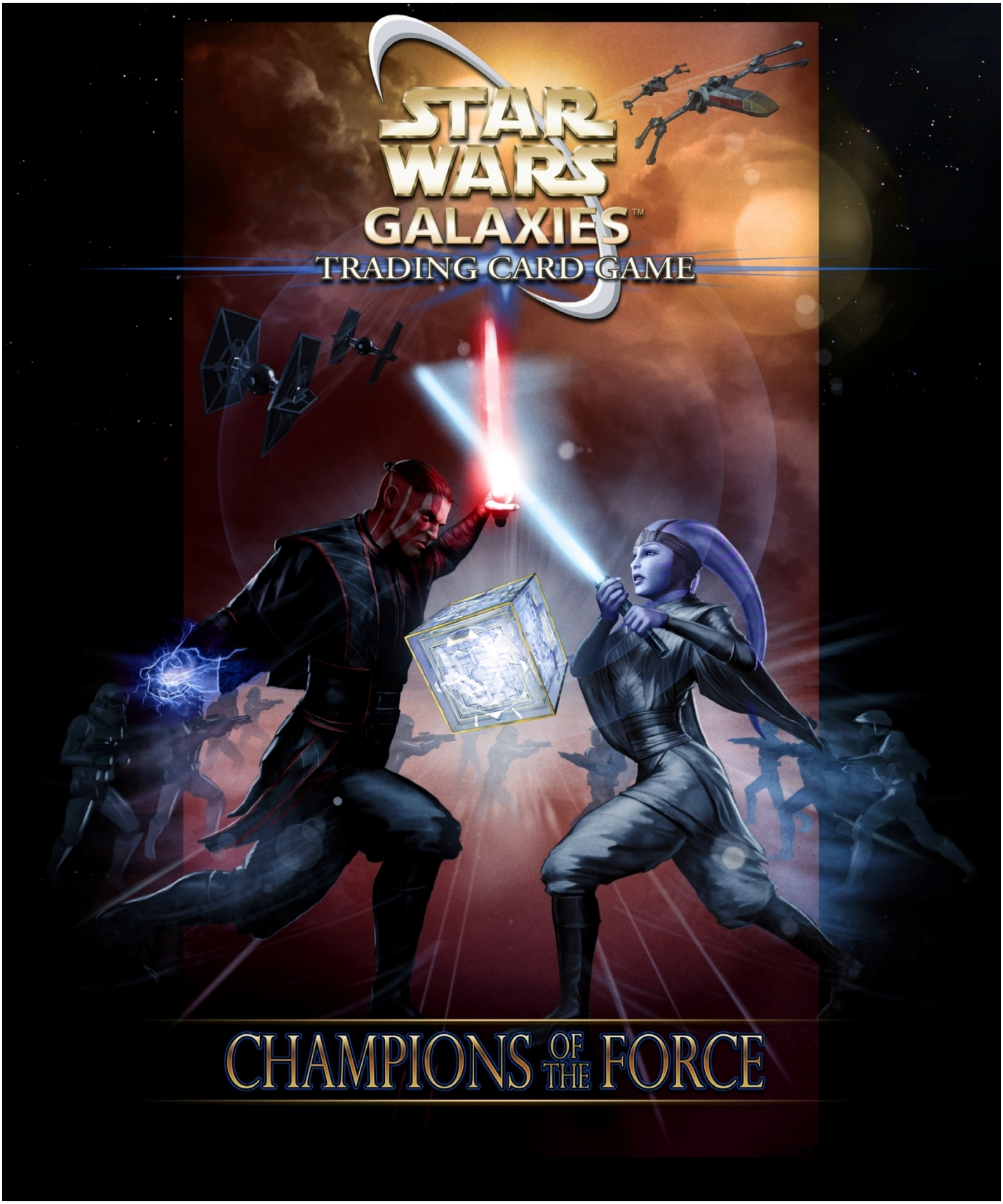

STAR WARS
GALAXIES™
TRADING CARD GAME
CHAMPIONS OF THE FORCE

Champions Of The Force Campaign

When a landspeeder crashes in a remote part of Dantooine, a hidden cache of Jedi artifacts is found. One of them is a broken holocron called the Codex of Tython. Recording thousands of years of technological accomplishments, several missing fragments will make it operational again. This priceless find will become a boon for the Rebel Alliance or a weapon for domination by the Galactic Empire.



Dark Side Campaign: Building the Weapon

Imperial Security agents who have infiltrated the Rebel Alliance report that a holocron of ancient history called the Codex of Tython has been reassembled and taken to Dantooine for safekeeping. It is believed that this relic contains the plans for a shipboard super weapon that could be important to the Empire's fleet — or the captain of the Blackguard.



Scenario 1: Capture the Holocron

Journeying to Dantooine, you battle a jedi to capture the Codex of Tython for the Empire.

You arrive on Dantooine and begin to collect information, looking for clues as to the whereabouts of the Codex of Tython. Interrogating the locals provides a tip that a jedi Zabrak lives in a cave in a remote area.

After a lengthy search, you find what must be this hidden cavern. You have gathered from your intelligence that the woman is dangerous and may be accompanied by Rebel troops.

You are surprised when the woman steps forth from the cave to face you. 'I am Drakka Judarrl,' she begins haughtily. 'You have no business here. Leave, before something unfortunate happens.'

You laugh out loud. 'I haven't come this far to be turned away by a simple request. Your jedi tricks are not that powerful.' You notice behind her several troopers with guns. These must be the Rebels that Imperial agents traced to Dantooine.

'Remember always that you brought this upon yourselves,' says Judarrl, igniting her lightsaber. Her defiance is impressive, though it will prove ultimately futile. The Rebels begin to move out of the cavern.

'Your Rebel Alliance will remember this day when the Empire captured the Codex of Tython,' you declare. Motioning your forces forward in an attack, you add, 'Let's get this done.'



As an archaeologist experienced with such ancient recording devices, you are able to examine the holocron and activate it. The surfaces of the object flash with many images of all kinds of worlds and cultures. Your mind is dazzled by the assortment of wonders it portrays.

You are intrigued by the plans for a massive device that moves asteroids. Evidently the Jedi planned to use this tractor beam for mining purposes, placing ore-bearing planetoids in easier reach for advanced civilizations to construct skyscrapers and power plants.

You immediately begin to imagine the military applications of this asteroid mover. Such a device could crush a starship with its power or be used to bombard a planet with asteroids.

Pleased with your most precious acquisition, you wonder who might make best use of such a device. Clearly, the possession of this completed weapon would make its owner a key player in the fate of the Empire and the galaxy itself.



Scenario 2: A Focusing Crystal

A two-bit smuggler on Kashyyyk has a rare artifact you need to fashion a focusing crystal for the World Killer

The reputation of Grand Admiral Andal Sait, captain of the Star Destroyer Blackguard, identifies him as someone who would be interested in the Codex of Tython. In a secret location on Dantooine, you contact Sait, explaining the 'asteroid mover.'

The flickering holo of the Admiral laughs sardonically. 'Asteroid mover? Is that what they call it? World Killer is more like it! Ah, those Jedi, so lacking in ambition.'

'Not like you and I,' you reply. 'I assume you're interested?'

'You clearly have something of value. However, I don't know you, so it's hard for me to trust you.' The Admiral thinks for a moment. 'Find a focusing crystal — I'm sure it's detailed in the plans — and bring it to me with the Codex. Then I'll know you're sincere.'

'Yes, Admiral! I'll be in touch soon to arrange a meet.' As the Admiral's holo flickers and dies, you wonder where you're going to find such a crystal. You decide it's worth the effort to please such an influential officer in the Empire's fleet.

After days of visiting spaceports, you hear that a two-bit smuggler on Kashyyyk has acquired a Krayt dragon pearl, which could be the crystal you need.

'Just 'cause you got the drop on me don't mean I got to roll over for you!' In a dark corner of a spaceport on Kashyyyk, you hold your weapon threateningly toward a smuggler named 'Shady' Pers. 'I've got friends in high places!' he adds.

'I bet you attend all the fancy parties,' you begin.

'That's not what I meant.' Pers snaps his fingers, and thugs jump down from every nearby rooftop to stand behind him. 'Now who's got the drop on who?'



The many acquaintances of 'Shady' Pers quickly tired of the battle when it started to go your way. They're nowhere to be seen. Only 'Shady' remains, hands tied and stumbling down a dark alley in the spaceport in front of your brandished weapon.

'You know, we can still make a deal here,' he begins. 'I can get you just about anything you want.' Still thinking, still dealing, Pers keeps trying to talk his way out of trouble.

'All I want is that package from Tatooine you recently received,' you say, poking him further down the street. Pers glances over his shoulder, surprised at your comment, and that shuts him up.

Shortly thereafter, you have left Pers tied and gagged in his warehouse office. In a shipping crate, you carry a white pearl the size of a human head, taken from the gizzard of a Krayt dragon. Worth easily a hundred thousand credits, these rare crystals can be used in lightsabers. They're also described in the specifications for the focusing crystals in the World Killer tractor beam.



Scenario 3: The Jedi Exile

A Human Jedi teacher hiding out at Tansarri Point Station has knowledge of the methods to polish and shape the Krayt pearl you have acquired.

According to what you can puzzle out from the blueprints for the World Killer tractor beam, the Krayt pearl that you've obtained needs polishing. Not just any polishing either, but a special technique known to few practitioners.

This sends you on another fact-finding mission. The trail leads to a Jedi hiding out at Tansaari Point Station. Supposedly this human is a teacher to users of the Force, and his name is Nos'lyn.

In a remote corner of the station, on a lower level, you find the one you seek. You hail him as he walks down the street. 'Teacher! I'd like to hire you for a little job.'

Nos'lyn stops and turns warily, regarding you with suspicion. 'I'm not interested,' he says flatly.

'Ever seen one of these?' you say, revealing the Krayt pearl. 'I'm not interested,' he repeats. 'Take your business elsewhere.'

'Look, I don't know anybody else who can polish this crystal, so you're gonna have to do if for me.' You pull out your weapon and put the pearl away.

'You don't want to do this,' says the Jedi, pulling something from beneath his robes. For a moment, you think maybe he's right. But then, like a mist, that thought passes.

'I don't want to kill you, but I'll convince you if I have to,' you declare. As you approach Nos'lyn to attack, his lightsaber suddenly ignites.



'Enough!' cries Nos'lyn, and he turns off his lightsaber and throws it aside. 'I'll do what you want, you don't have to torture me.'

'So you do know how to polish a Krayt dragon pearl?' you ask.

'I have no idea why you would want to make a lightsaber, but yes, I do know the technique.' Even in defeat, Nos'lyn stands straight and composes himself.

'It's not for a hand weapon. It's for something much larger than that.' You show him the Codex of Tython, one side displaying the plans for the 'asteroid mover.'

The human's eyes grow wide. 'You have no idea what you have in your hand there. That is a priceless artifact.'

'That's not your concern, Jedi,' you say. 'Just do the job you're asked to do.'

Over the next few days, you supervise the work that Nos'lyn does in his small workshop. You keep a sharp eye out for any funny business, but the Jedi keeps to his part of the bargain. Soon, you have a finely polished focusing crystal for the World Killer, ready to deliver to the Grand Admiral.



Scenario 4: CorSec Attack

An agent of Corellian Security takes the Codex of Tython from you at blaster point. You must fight him to recover it.

Contacting the Grand Admiral once more, you arrange a shuttle trip to meet with him aboard the Blackguard. Arriving at the spaceport with the focusing crystal and the Codex of Tython in a secure metal case, you approach the boarding platform for the shuttle.

Suddenly, you feel the muzzle of a blaster pistol in your back. A voice from behind you quietly says, 'Don't move. Not if you want to keep on living. I'll take that case.' A hand removes the case from your grip.

You turn to see a shady character, still holding the pistol trained on your midsection. 'Jasper, Mack Jasper. CorSec' He nods slightly and grins. 'I understand you have something here that the Rebel Alliance is very interested in.'

'What kind of CorSec agent are you that introduces himself?' you ask, as you watch him carefully for an opening.

'Actually, I'm a very good one—' he begins, and that's when you knock away his pistol and pull your weapon.

'We'll see about that,' you add.

Jasper grabs his pistol with a quick snap roll, and the firefight begins.



Jasper wipes blood from his split lip as he looks up at you in defeat. You bend over to recover the case and say, 'Not good enough this time, Jasper.'

'We're not done here, not by a long shot,' says the CorSec agent, trying to sound defiant.

'We're done for now. See ya later.' You pocket his pistol and leave him sitting on the ground, making your way toward the shuttle platform.

Scenario 5: His Newest Acquisition

The World Killer is installed aboard the Blackguard. Grand Admiral Sait shows off his newest acquisition — a prototype battle droid.



Meeting with Grand Admiral Andal Sait aboard the Star Destroyer Blackguard, you deliver to him the Krayt pearl focusing crystal and the Codex of Tython.

'My faith in you was justified,' beams the Admiral, shaking your hand vigorously. 'With the addition of the final focusing crystal, the World Killer will soon be operational. In fact,' continues the Admiral, 'I would like to include you in the unveiling of my newest acquisition at a ceremony here this evening.' Intrigued, you agree.

You are present with officers and dignitaries aboard the Blackguard when the Admiral conducts his pompous ceremony. 'I have been able to acquire many unusual artifacts in my many travels,' he begins. 'One of the finest is my most recent prize, recovered by my devoted troops on Mustapha.'

With a dramatic flourish, a curtain is removed and a huge mechanical creation is revealed. 'I present to you, my friends, the CY-M Prototype Battle Droid.' The droid stands with a large vibro-axe in an imitation of an Imperial soldier at attention.

Unknown to all the guests, a group of undercover CorSec slicers aboard the Star Destroyer altered the programming of the droid. Just as the viewers rise to their feet with polite applause, the eyes of the droid are illuminated.

As the Prototype begins to whine with activation, a murmur of terror passes through the crowd. The droid grasps its vibro-axe with both hands and assumes a combat stance.

As stormtroopers stationed at the doorways begin to react, the droid jumps into the crowd and starts swinging its weapon in a merciless arc.



The battle prowess of the mighty battle droid is too much for you to overcome. However, you are able to push it back into a nearby airlock. When CY-M crouches to avoid heavy blaster fire from the remaining stormtroopers, you hit the emergency close button for the airlock.

The droid immediately realizes what's happening. Even as the doors are coming to a close, its massive vibro-axe crashes against the window in the airlock door. Spidery cracks appear. CY-M is banging viciously against the inner airlock door when the outer door snaps open. A rush of atmosphere sweeps the droid into space, where it slowly turns in the void. The battle droid seems to become smaller and smaller as it plummets away from the Blackguard.

'Now for the first demonstration of the World Killer,' announces the Grand Admiral in a proud, booming voice. A massive hum comes from somewhere in the Star Destroyer as a bright blue beam stabs toward CY-M Prototype. The droid stops suddenly, and actually struggles against the force of the tractor beam. Then the beam glows more brightly, and the droid is crushed, as if by a mighty hand, into worthless scrap. It moves no more.